#1 What value is returned by **`SwitchFun(5)`**?

(a) 0.
(b) 10.
● 160.
(d) 384.
(e) None of the above.

#2 Which of the following would be returned by **`SwitchFun(1000)`**?

(a) 128
(b) 1000
(c) 32768
● 64000
(e) None of the above.

#3 As given, what will be returned by **`ShiftFun(1000)`**?

(a) 128
● 1000
(c) 32768
(d) 64000
(e) None of the above.

#4 What order of evaluation, first to last, must be followed by the **`ShiftFun()`** return expression in order to be equivalent to **`SwitchFun()`**?

(a) **`<<`**, **`?:`**, **`>`**.
(b) **`<<`**, **`>`**, **`?:`**.
● **`>`**, **`?:`**, **`<<`**.
(d) **`?:`**, **`>`**, **`<<`**.
(e) None of the above.

#5 Which of the following single-paren return expressions will make **`ShiftFun()`**equivalent to **`SwitchFun()`**?

(a) **`return (i<<6)>i?i:6;`**
(b) **`return (i<<6>i)?i:6;`**
(c) **`return i<<(6>i)?i:6;`**
● **`return i<<(6>i?i:6);`**
(e) **`return i<<6>(i?i:6);`**

```
#include <stdio.h>

int switchFun(int i)
{
   switch (i)
   {
      default: i += i;
      case  5: i += i;
      case  4: i += i;
      case  3: i += i;
      case  2: i += i;
      case  1: i += i;
      case  0: i  = i;
  }
  return i;

}

// Order of precedence (highest to lowest): {<<, >, ?:}.
// Recall that (a<<b) is ‘a’ left shifted ‘b’ bits.

int shiftFun(int i)
{
    return i << 6 > i ? i : 6;
}

int main(void)
{
   int i;

   for (i = 0; i < 10; i++)
      printf("%i => %i (%i)\n", i, switchFun(i), shiftFun(i));

   system("pause");
   return 0;
}
```